The Deliverance of Fallbrook

Campaign Rules

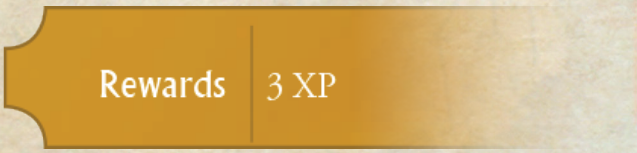
Welcome to the Deliverance Campaign! The campaign follows our angelic heroes through a narrative that unfolds over the course of 14 missions. The Campaign's dynamic set-up system allows for adjusting player counts up or down with ease, and each mission may also be played in a unique "Challenge" scenario which offers a way for players to challenge themselves before or after Campaign completion through greater difficulty and even more rewards!

How To Avoid Spoilers

If you want to avoid spoilers, it is our strong recommendation that you **do not skip ahead** in the campaign book! Only turn the page when you are ready to begin the next Mission. Mission scenarios should be played in order (Mission 1 first, Mission 2 next, etc). The accompanying mystery box bearing the seal of the Serpent should remain sealed until you are directed to open it during the campaign.

Leveling Up & The Campaign Tracking Sheet

Players will track their progress, experience (XP), and Heavenly Treasures their angels gain over the course of the campaign. One campaign sheet is necessary per angel character in the campaign. In the Campaign, Angels gain experience in a different manner than in Skirmish mode: At the end of each mission, rewards will be marked in an orange box like this:



Each player applies any earned XP on their Campaign Tracking Sheet by filling in bubbles next to Bonus or Talent slot unlocks (1XP = 1 bubble). Talents and Bonuses are only gained when all bubbles to the left of the text are filled. When you earn XP after a mission, it should immediately be applied to your Campaign Tracking Sheet.

When a **Treasure** is earned, each player will reveal cards from the Heavenly Treasure deck until 2 Heavenly Treasure cards of the listed type are revealed, then choose one to equip. Write the item's name in the space provided on the Campaign Tracking Sheet. At the start of subsequent Campaign missions, angels will start each mission with their listed Treasures equipped.

Bonuses allow angels to hold additional resources, add permanent stat increases, or grant special one-time boosts at the start of a mission. Once a Bonus is unlocked, angels may apply them at the beginning of each subsequent Campaign mission.

Unlocking **Talents** grants angels access to their powerful Talent cards. An angel may have 3 Talent cards equipped at a time *(one card per slot)*. You may change your Talents before each mission attempt. This can be a great way to improve your chances in a mission you previously failed *(in addition to earning Favor)*!

Earning Favor

Favor is a blessing from Heaven that angels gain when facing difficult trials. It is gained when players lose a mission and is sure to assist in victory when attempting that mission again!

When players lose a mission, they gain 1 Favor during their repeat of that mission. This should be marked on the Campaign Tracking Sheet immediately upon a mission loss. If a mission is lost multiple times, players should increase their Favor by 1 for each mission loss, which may require multiple marks in that mission's Favor box on the Campaign Tracking Sheet. When victory is achieved, players will mark the Victory column with an X, and then play the next mission.

Earning Favor in a mission does not add Favor to subsequent missions. Favor begins recording in Mission 2. Favor is not gained when attempting a Challenge mission – In a Challenge, starting Favor is always 0.

During mission setup, each angel gains 1 Courage or 1 Prayer Card per point of Favor *(to a maximum of 5)*. If players would have more Prayer cards in hand than the maximum of 5 cards for any reason, they must discard down to 5 cards before the first round begins.

PLAYER NAME

CHOSEN ANGEL

MISSION:	1	2	3	4	5	6	7	8	9	10	11	12	13	14
VICTORY: Mark wins in each column with an X.														
FAVOR: Add 1 Favor to mission after loss. Draw 1 Prayer Card per Favor during mission setup	/													
CHALLENGE: Fill in the ○ when you complete the mission challenge. Gain 1XP for each filled ●.	○	○	○	○	○	○	○	○	○	○	○	○	○	○

CAMPAIGN EXPERIENCE — Spend earned experience (XP) by filling in the bubbles listed next to a Talent, or Bonus (1 XP per bubble). An upgrade is only earned when each bubble ○ is filled in next to it.

TREASURES

When instructed to gain Treasure, draw cards from the Heavenly Treasure deck until 2 cards of the listed type are revealed (shuffle the other cards back into the deck). then choose 1 to equip. Write down the Treasure's name in the space provided below.

Weapon: _____

Helm: _____

Chest: _____

Gloves: _____

Legs: _____

TALENTS

Once a Talent slot is unlocked, you may equip any Talent card of that level in the corresponding slot during setup. Levels must be unlocked in order (1, 2, 3).

Slot 1: ○ Level 1 ➤ ○○ Level 2 ➤ ○○○○ Level 3

Slot 2: ○○ Level 1 ➤ ○○○ Level 2 ➤ ○○○○ Level 3

Slot 3: ○○ Level 1 ➤ ○○○○ Level 2 ➤ ○○○○ Level 3

BONUSES

When a resource bonus is unlocked, add these resources to your angel during setup. Bonuses may be unlocked in any order.

Brave:

○ ➤ Your maximum courage is 6 (up from 5).

○○○ ➤ Gain 1 additional courage during setup.

Composed:

○ ➤ Gain 1 Shield during setup

○○ ➤ Gain 1 additional shield during setup.

Disciplined:

○○ ➤ After setup, move up to 2 spaces.

○○○○ ➤ Add 1 to the result of this angel's tests.

Wise:

○○ ➤ Draw 1 Prayer card during setup.

○○○ ➤ Draw 1 extra Prayer card during setup.

Strong:

○○ ➤ During setup, gain swift.

○○○ ➤ During setup, gain empower.

○○○ ➤ During setup, gain blessed.

Stats:

○○○ +1 ○○○○ +1

○○○ +1 ○○○○ +1

○○○ +1 ○○○○ +1

Campaign Mode Progression

You may apply experience *(XP)* to any bonus on your campaign tracking sheet. However, Talents must be unlocked in level order *(Level 1 > Level 2 > Level 3)*. Within these guidelines, you may spend earned XP any way you choose.

It is important to note that you do not earn XP as you would in Skirmish mode -- When you defeat a demon in the Campaign, you do not gain XP.

Chest: _____

Gloves: _____

Legs: _____

TALENTS

Once a Talent slot is unlocked, you may equip any Talent card of that level in the corresponding slot during setup. Levels must be unlocked in order (1, 2, 3).

Slot 1: ● Level 1 ➤ ●● Level 2 ➤ ●●●● Level 3

Slot 2: ●● Level 1 ➤ ●○○ Level 2 ➤ ○○○○ Level 3

Slot 3: ○○ Level 1 ➤ ○○○○ Level 2 ➤ ○○○○ Level 3

○○ ➤ After setup, move up to 2 spaces.
○○○○ ➤ Add 1 to the result of this angel's tests.

Wise:

○○ ➤ Draw 1 Prayer card during setup.
○○○ ➤ Draw 1 extra Prayer card during setup.

Strong:

○○ ➤ During setup, gain swift.
●●● ➤ During setup, gain empower.
○○○ ➤ During setup, gain blessed.

Stats:

○○○ +1 ○○○○ +1
○○○ +1 ○○○○ +1
○○○ +1 ○○○○ +1

Shula

Keeper of Light

TALENT 1

Lightfooted [Range *]

Move up to **3** spaces, then add **light** to your space.

TALENT 2

Starlight [Range 2]

Deal damage to a demon. Add **1** bonus damage to this skill if you are in a space with **light**.

Glow [Range 3]

Add **light** to a space in range, then target angel on or adjacent to that space heals damage.

TALENT 3

Force Beam [Range 4]

Deal damage to a demon, then move that target up to **2** spaces. Add **1** bonus damage to this skill if you are in a space with **light**.

Pray [Range ∞]

Draw **1** Prayer card, then test **7+**. On success: Cast down a Darkness card; **OR** remove an affliction; **OR** revive a defeated angel.

Using Talents in Campaign Mode

Talent cards must be unlocked in level order by applying XP to a slot on the Character Tracking Sheet. Level 1 Talents are earned first. Applying more XP to the same Talent Slot can unlock the ability to use more powerful Talent cards in that slot *(Level 2 or Level 3)*. When Talents are earned, players may select and equip a Talent card of appropriate level to each unlocked Talent Slot *(you may even use lower-level Talents in slots, too)*.

Players may adjust their Talent cards before a mission begins, and may even use multiple Talent cards of the same level as long as the proper amount of XP has been applied to unlock a Talent of appropriate level in each used slot.

In this example, Shula has applied 13 XP to her Character Tracking Sheet, unlocking a Level 3 Talent in slot 1 and a Level 1 Talent in slot 2. She has applied additional XP in slot 2, but she cannot equip a Level 2 Talent in that slot until 2 more XP is applied.

She has chosen to equip her Level 3 Talent, "Light Wave," in her first slot, and her Level 1 Talent, "Lightwarden" in her second slot.

In addition, she has applied 3 XP to gain empower during set-up of each mission, giving her a powerful edge on the Forces of Darkness.

Light Wave
Range *
Once per round, move a **light** boon up to **3** spaces. Then, you may deal **3** damage to a demon on or adjacent to that **light**.
LEVEL 3

Campaign Intercessor Talent Rules

All rules are the same with a single powerful exception: When Talents are unlocked on an angel's Campaign Tracking Sheet, the same is also unlocked for the Intercessor. Solo players may select and equip a Talent card of appropriate level to each unlocked slot on both their angel and the Intercessor.

You may even use Talents of different levels between your angel and Intercessor in slots so long as you have unlocked Talents of appropriate level on your Character Tracking Sheet. This makes investing XP into Talents even more valuable for the solo player!

Remember, you may only use 1 card in each Talent slot per angel *(max. 3 for the Intercessor + 3 Talents for the solo angel)*!

Talents are a critical part of unlocking your angel's full potential in Deliverance.

Exchanging Talent cards can be very helpful to earn victory in a difficult mission, so it is important to unlock Talent slots early to gain this option.

In this example, Shula has not spent enough XP to equip a Talent card in her third slot, so this slot remains empty!

Other Campaign-Specific Solo Rules

A "solo" game is defined as a 1-angel game where the player also uses the Intercessor card. Since the Intercessor also counts as an angel, solo players will set up each mission using the 2-player indicators, but they will only use 1 angel!

In addition, some cards or skills use "the number of angels on the battlefield" to determine the scope of their effects. The Intercessor counts as an angel, but does not have a physical presence on the battlefield. Therefore, there is only ever 1 angel "on the battlefield" when using the solo Intercessor rules.

Campaign Challenges

Each mission in the campaign has a "Challenge" associated with it. Challenges greatly increase the difficulty and puzzling nature of a mission, and are meant to be played with angel characters at full power. Though you may attempt Challenges at any time, it is recommended to play these ***after*** you complete a full campaign on regular difficulty.

Completing a challenge grants +1 XP, so you may earn a total bonus of +14 XP through Challenge missions! When you complete a Challenge, mark this on your Campaign Tracking Sheet below the corresponding mission by filling in the XP bubble for that Challenge mission. These are a great way to "complete" your angel character, as missions will not provide enough XP to get everything you want! Boosting your experience by that last critical amount may be pretty important to survive the final challenges within the Mystery box…

The Mystery Box

Do not open the sealed box until instructed by the Campaign book! Once opened, you may elect to place the components back into the box, or to add these components to your game for use in the classic Skirmish mode of play.

Campaign-Specific FAQ's

If an equipped talent or treasure has a specific effect when first equipped (i.e.- Guardian's Helm), when does this activate? These effects activate after mission setup is complete, but before the first round's Darkness Phase begins.

Is the campaign story based in fact or fiction? Deliverance is based on the lore of the Bible, but is a work of fiction. The game has made every attempt to be theologically sound and as true to the source material as possible, but we take many creative liberties where the Bible is silent. We hope you enjoy it!

Do angels gain experience (XP) in the same way as Skirmish mode? No, angels only gain XP after a mission is complete instead of after a demon is defeated. In addition, XP is applied on the Campaign Tracking Sheet after a mission is completed. See "Rewards" section of each mission to determine XP and other rewards gained for Campaign mission victory.

What if an action is given to a demon, but there are multiple demons of that type on the battlefield? Actions are always granted to an individual demon, unless otherwise specified by the card granting the action. In limited cases, cards or skills may grant additional actions to a Lieutenant. These action(s) should only cause a single demon to act. The demon that acts is the lowest-numbered demon of that type (i.e.- Meddling Imp 1 would act instead of Meddling Imp 2).

Can you revive yourself as a solo player? Players may use cards or skills that revive a defeated angel to revive themselves immediately upon defeat as long as that card has the icon or the following text: *"Use any time. Not an action."*

Can I complete challenge missions before the campaign ends? Yes! You might have a great idea for a strategy to overcome a Challenge mission, and you are encouraged to try them whenever you feel ready! If you complete a mission for the first time on its challenge, you may mark that mission as complete. However, if you lose that Challenge mission, do not add favor to your Character Tracking Sheet.

How can I play a mission as a single "one shot" encounter at game night? You can play any mission this way, but some are downright impossible without XP or Treasures! During setup, each player should gain the collective rewards of all the previous missions. On mission 4, for example, each angel should begin with 6 XP and 1 "Gloves" Heavenly Treasure card.

Mission Setup Guide

Campaign missions have scenario-specific setup guides that differ from Skirmish games *(replacing steps 6-9 in Game Setup in the Rulebook, pg 6-7)*. In addition to these items explained below, there is story text that is an optional read, but well worth it if you want to know why you're here! See examples of these items in Mission 1: Finding a Foothold (Tutorial) on page 7 of this book.

The Blue Set Up Box

This box contains instructions for set-up, victory conditions, special rules (if any), and Challenge mode conditions. Be sure to reference this text during the mission, because unlike a Skirmish game, you do not necessarily need to defeat all demons to win a Campaign mission!

Lieutenants

The Deliverance Campaign introduces Lieutenants, which are powerful foes that carry out the bidding of their Fallen Prince overlords. In many cases, their power may even rival their masters!

When a Lieutenant is to be placed on the battlefield, use a standee of the minion type that most closely resembles the character. Tokens affecting Lieutenants, such as damage or status effect tokens, should be placed directly on their cards. Lieutenant cards are printed in this Campaign Book, so keep this book open while playing as you may frequently need to reference their character card.

Mission Setup (Continued)

Battlefield Set-Up

Tile numbers are located in the top left corner of the map tile.

Next, a visual battlefield set-up that defines map tile orientation and angel + demon placement. Numbers are located at the top left corner of each tile, but are enlarged in this section for ease of reading.

Adding Foes

The battlefield set-up also directs the placement of demons, separating them according to angel count:

For use in games at all angel counts *(including solo)*.

For use in 3 angel games in addition to foes with 2 red marks.

For use in 4 angel games in addition to foes with 2 and 3 red marks.

Demons with 2 red marks *(left)* are used in games at **all angel counts**.

Demons with 3 red marks *(center)* are added in 3 and 4 angel games.

Demons with 4 red marks *(right)* are only added in 4 angel games.

As a result, in a game with 4 angels, all demons on the battlefield set-up are used.

The Initiative Track and Demon Talents

The Initiative Track in a campaign marks the demon types and order that Battle cards should be placed on on the Darkness Board. Just like in Skirmish mode, demons act in Initiative order from left to right *(For example, in Mission 1 to the right, Meddling Imps act first, followed by Cruel Archers, and finally Fallen Seraphim act last)*.

Talents may be listed in the Initiative Track section. These are split into regular Talent cards *(gold)*, and Challenge Talents *(red)*. In the case of a Challenge, only use Challenge talents, and do not use regular Talents.

Talent Name
Set-up Talent

Talent Name
Challenge Talent

Rewards

Upon victory, the gold box explains all rewards earned at the end of a mission. Be sure to mark these rewards on your Character Talent Sheet immediately upon mission victory.

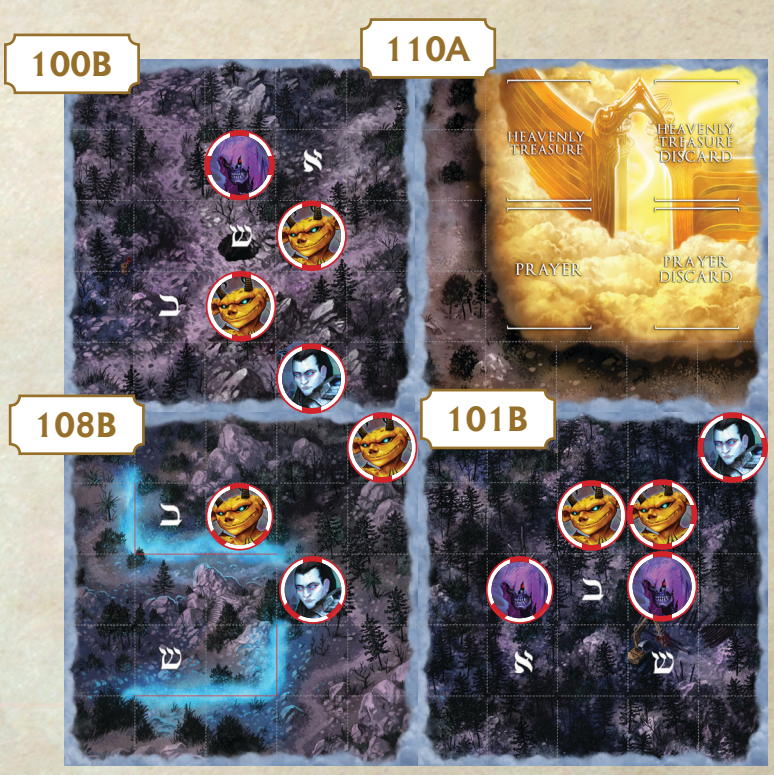
The Tale Begins

Unfurling your wings, you leap from the clouds that hide the Heavenly Gates. With a single mighty flap you slow your descent, sandaled feet touching down lightly on the solid ground. Several soft thuds behind you let you know the rest of your host have also made groundfall.

During your descent, your keen eyes find your first objective — a small group of minor demons patrolling not too far away. They must be eliminated quickly to avoid alerting the greater powers and principalities that surely lurk beyond. With a nod to the angels on your right and on your left, you silently acknowledge what needs to be done. It must be quick, and it must be decisive. These evil creatures will know the fury of Heaven, but only for a moment, or the element of surprise will be lost.

Mission 1: Finding a Foothold, Part 1 (Tutorial)

Set-up	Place map tiles as indicated. Angels start on any space on **110A**. Place demons on the map according to their player counts.
Victory	Destroy all demons within 4 rounds.
Special Rules	Skip the Darkness Phase during this battle. Instead, place 1 card face-down at the beginning of each round (including the first round), regardless of player count . Players lose the game immediately if there are 5 cards on the Darkness Board.
Challenge	Destroy all demons within 1 round.



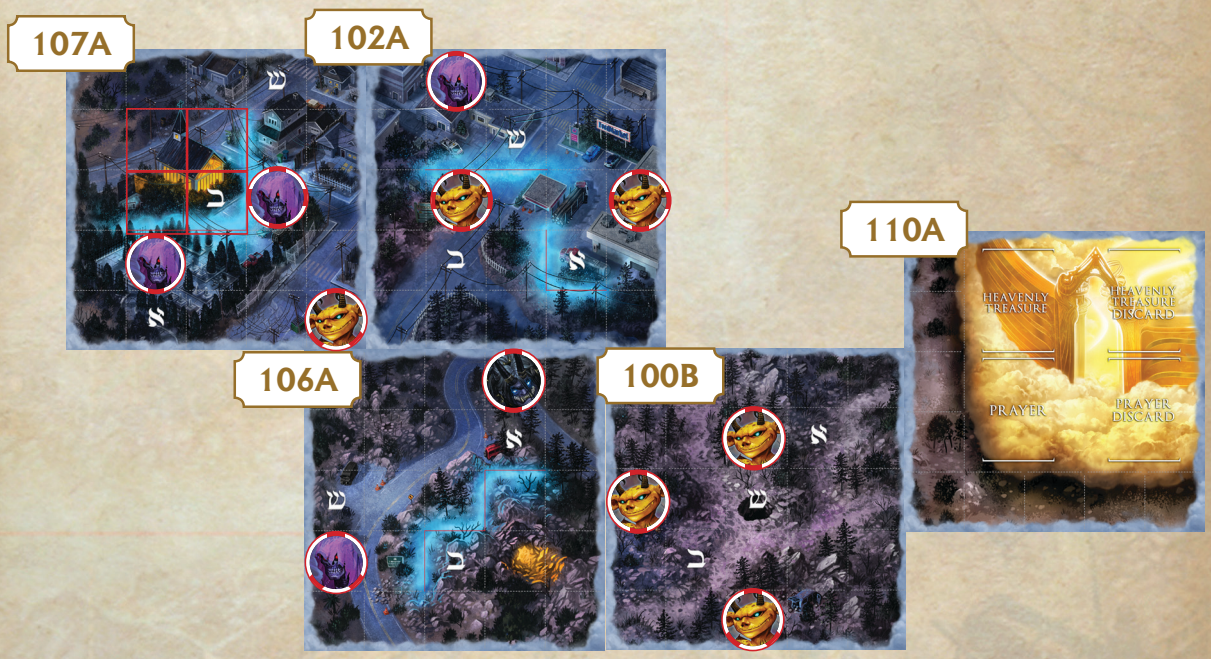
Rewards	Unlock your level 1 Talent Slot. *(Fill in the XP bubble next to your level 1 Talent card on your character sheet. In future battles, you may now equip any level 1 Talent card for your angel in your first Talent slot to the right of your angel character card!)*

Mission 2: Finding a Foothold, Part 2

Your surprise attack has devastated the demonic patrol, leaving nothing but rapidly dissipating red smoke. As you sheath your weapons, you can see the small town of Fallbrook in the distance, almost entirely concealed beneath a thick fog. A dim spotlight is piercing the darkness, aimed upwards at a cross-bearing steeple, which, along with a few faint glows scattered here and there, is the only visible testament to the sanctuary below.

With your destination in sight, you carefully begin making your way towards the town. Unfortunately, you spot another group of demons guarding the roadway. This group looks more alert, and as soon as the observation enters your mind, you see why: they have their leader with them! You recognize the gargantuan spirit as the one who once possessed the giant king of the plains — Og, King of Bashan.

Set-up	Angels start on any space on **110A**. Place demons on the map according to their player counts. Use an Abomination standee for Og, King of Bashan.
Victory	Destroy Og, and each angel must move to the Church on **107A** (*defeated angels must be revived and move to these spaces*). Alternatively, angels may destroy all demons instead.
Special Rules	Skip the Darkness Phase during this battle (do not place Darkness cards).
Challenge	At the start of the mission, each demon gains 5 Shield tokens. Og gains 3 Empower tokens as well as Major Talents: **Vengeful** and **Shrouded**. New victory condition: Destroy all demons.



INITIATIVE TRACK

Meddling Imp

Cruel Archer

Og, King of Bashan

Vengeful

Shrouded

Og
King of Bashan
: +10
: +20
23
Giant Growth: Og may gain an unlimited amount of empower tokens. When attacking, Og deals 1 additional damage to each target per empower token on his character.
Cave-In: Og deals 1 damage to each angel. (Reminder: Add 1 damage per empower on Og)
Og's Fury Grows: Og gains empower.
1 Action (Roll once. Resolve each action 1 at a time.)
Hulking Slam [Range *, Move 5]: Og moves toward the nearest angel, then deals 1 damage to each angel within 2 range. (Reminder: Add 1 damage per empower on Og)
Lumbering Charge [Range 1, Move 7]: Og engages the nearest angel and deals 1 damage to that target. If Og moved in a straight line without changing direction or did not move at all, deal 2 additional damage to that target. (Reminder: Add 1 damage per empower on Og)
TOKENS
TALENT
TALENT

Rewards	2 XP + 1 "Gloves" Heavenly Treasure card (Draft 2, pick 1)

Og has fallen, but you cannot help but wonder why one who previously ruled as a king among demons has been relegated to babysitting a few imps and a smattering of archers at the entrance to a small, out-of-the-way town. Also, you cannot sense the regular hum of prayer you would expect from a population center, with only a very small number of requests passing you by, and those muffled and weak. Furthermore, there is also the matter of the strange barriers that block your way. Looking closely, they appear to be emanating from the ground — some sort of corruption of the earth, perhaps — but not like anything you've seen before.

Something is not right here. You have never before been prevented from moving freely around the earth in this manner, and with the unexpected presence of a demonic ruler in a remote locale, you are certain the mystery surrounding the town is of great importance to the enemy. Ready to regroup and tend your wounds,you move towards the aged steeple and the sanctuary beneath.

Mission 3: Unexpected Guests

You find the building unlocked when you arrive, which you expected as it has always been reported to remain open to the weary soul.

After a moment's rest, you stand, making your way to the windows to survey the surrounding land and consider your options. Much of the glass is filled with color, beautiful, but hindering your ability to make a tactical assessment of the area. This building was designed to welcome outsiders in, and as such, although it is indeed a sanctuary, it is decidedly not a fortress.

Lacking the ability to see through the windows, you decide to crack open the door and take stock of what might be found outside. Although it is already night, this present darkness is due to more than the lack of sunlight. The fog is unnaturally thick, and faintly glowing from street lights lining the road. But there is something more — an insatiable hunger flows in the distance, distinct from the fog and seeking to feed. The only meal these demons will receive tonight is the taste of your blade.

Set-up	Angels start on any marked space on **107A**. Place 2 Saints in the marked spaces on their oppressed (blue) side. Place Wandering Spirits (using Unclean Spirit standees) on the map according to their player counts.
Victory	Destroy all Wandering Spirits.
Special Rules	From now on in Campaign missions, players will begin each round with the Darkness phase, and will place Darkness cards as described in the rulebook.
Challenge	Each Wandering Spirit gains Major Talents: **Tyrannical** and **Massive**.

1
2
3
4
TOKENS
WANDERING
SPIRITS
18
TALENT
TALENT
Song of the Lost: Place 1 Darkness card face-down for each angel. If this causes a Darkness card with to be revealed, activate it (then discard unless it contains).
(Reminder: If this would result in more Darkness cards than can fit on the Darkness board, flip a Darkness card face-up for each excess card that would be drawn. If there are still excess cards, discard them, then angels are each dealt 1 damage per card discarded in this manner.)
Walk In Dry Places: Each Wandering Spirit moves 2 spaces toward the nearest saint. If Wandering Spirit is on or adjacent to that saint after this movement, it is oppressed, even if it is contested by an angel (flip the saint blue side up).
1 Action (Roll once. Resolve each action 1 at a time.)
Excoriate [Range *]: The nearest angel is dealt 4 damage. That angel must move 2 spaces toward the Heavenly Gates tile.
Dark Traveler: Activate Walk In Dry Places again. If any Wandering Spirit is adjacent to an oppressed saint after this skill, activate Song of the Lost again.

Rewards	3 XP

The sanctuary is silent as you re-enter, almost entirely empty except for a lone figure relaxing on the stage, his feet kicked up on the altar. As you move further into the building, he pushes the chair back and rises, an intoxicating smile playing over his lips. No, it couldn't be…

He holds out his arms in a gesture of welcome to your party of angels, with what appears to be a sealed scroll grasped tightly in one hand. "It has been a long time… friends." You remember that voice, though hundreds of years have passed. The Accuser. The Father of Lies. Satan.

"Lucifer. What possible reason do you have to torment the people of this town?"

"I'm not even involved with this lot, I promise. But I saw your little rabble, and thought I'd remind you that my offer stands. Bow down and worship me, and I will show you more power than you've ever known…"

As one, you all reach for your weapons. "Oh, put those away," he says, nonchalantly waving the scroll in your face. "You are all such inhospitable bores!"

He strides directly through the middle of your group, confident as one who knows he is untouchable. For now.

As he passes through the still-open doorway, he turns back, "And don't worry, I won't give your little party away."

The door falls closed behind him and the discussion starts in earnest. Why would he be here? In this insignificant town? There is no-one of influence here, no obvious target of value… Is he here leading the demons, or for some other reason entirely? His presence complicates things significantly, but for now you have no option but to continue with your mission.

Mission 4: Desperate For Help

Dawn's light takes a while to filter through the fog surrounding the town, but once it does, you don your human visage and make your way out of the sanctuary. From previous encounters you know that your disguise is effective against demons — as long as you maintain a low profile and don't take any action that causes you to stand out. That might be a harder ask for those in your party whose duties have kept them away from humankind since their creation... Your thoughts are disrupted by a desperate woman up ahead, begging those passing by for help. A distinct unease passes over you as you start making your way towards her, she is not merely being ignored by the early risers on the street but is hissed at, called vile names, and even pushed to the ground by a young man as he rushes past. You have not seen this level of heartlessness for many years and cannot understand why she is treated in this way.

As you reach down to help her back to her feet, she grabs hold of your arm and implores you to find her missing teenage daughter. You assure her that you will find her child, and she collapses on a nearby shop's porch, sobbing. It is quickly decided that the only way to minister to the distraught mother is to begin the search for the girl with haste. Silently praying for direction, your prayer is received and immediately an image forms in your mind — the abandoned mine outside of town.

Set-up	When placing map tiles, ensure map tiles 110B and 109B are separated from other tiles. Angels start on any marked space on 107A. Place 2 action tokens in the marked spaces of 103A and 109B on their active (yellow) side. Place Antiochus' Prince deck on the marked space of the Darkness board. Place demons and the Saint on the map according to the player count.
Victory	Destroy Antiochus.
Special Rules	Angels may move between the spaces marked by the tokens on tiles 103A and 109B during any movement (they do not cost an action) - these spaces are considered to be adjacent. Instead of rolling for his action, Antiochus uses his Unknown Voices skill until an angel moves to a space on tile 109B *(his other skills activate as normal)*. Players will place Prince cards in this battle - if you aren't familiar with these yet, check out the section on "Prince Cards" in the rulebook to review how they work!
Challenge	Antiochus gains 3 Prince Talent cards, and each demon type gains 2 random Major Talent cards. Instead of Unknown Voices, Antiochus only uses Cosmic Fade until angels move to space on tile 109B.

INITIATIVE TRACK

Masked Evil

Major Talent

Major Talent

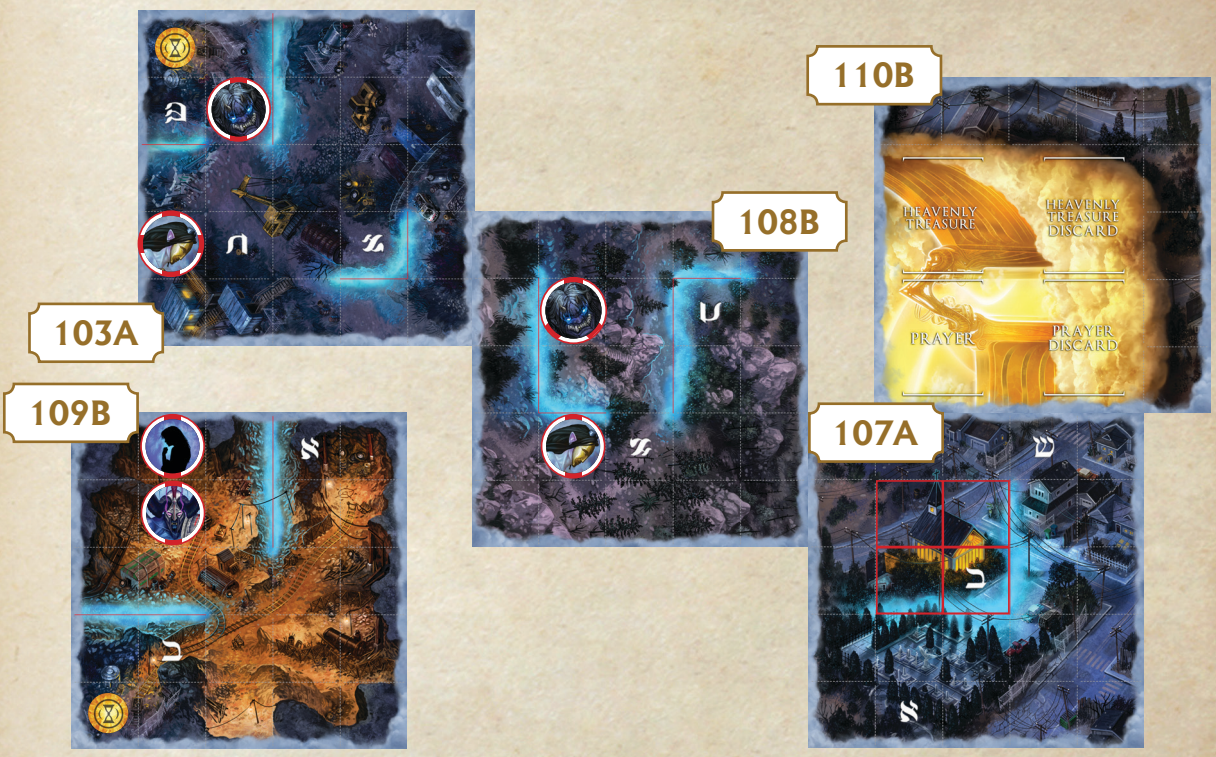
Abomination

Major Talent

Major Talent

Antiochus, the Prince of Greece

3 Prince Talents



Rewards | 2 XP + 1 "Chest" Heavenly Treasure card (Draft 2, pick 1)

From a distance, you watch the teenager reunite with her mother, taking pleasure in the woman's immense joy at her daughter's return. The young one holds her mother, but without the same warmth you would expect from someone who had just been rescued. You are also still haunted by the looks you saw in the eyes of those passing by earlier, and you can't help but wonder if the level of demonic presence in the town has something to do with the girl's demeanor or that of the townsfolk, or if humans are just that heartless nowadays.

With the girl safely returned, and with no obvious opponents in the town for now, you head back to the sanctuary and find an old Saint working inside. The man is a priest, and introduces himself as Michael. From your cursory conversation, you learn that he ministers to the town from this building. Michael (the Archangel) finds his name of great interest, and doing all he can to hold back his intense curiosity, casually asks where he earned such a mighty name? Michael (the priest) says that his parents named him for an actor from their youth. The Archangel, frowning with great consternation, determines this subject demands further research, but must wait for a more opportune time, that is, once the Devil and his armies are dealt with.

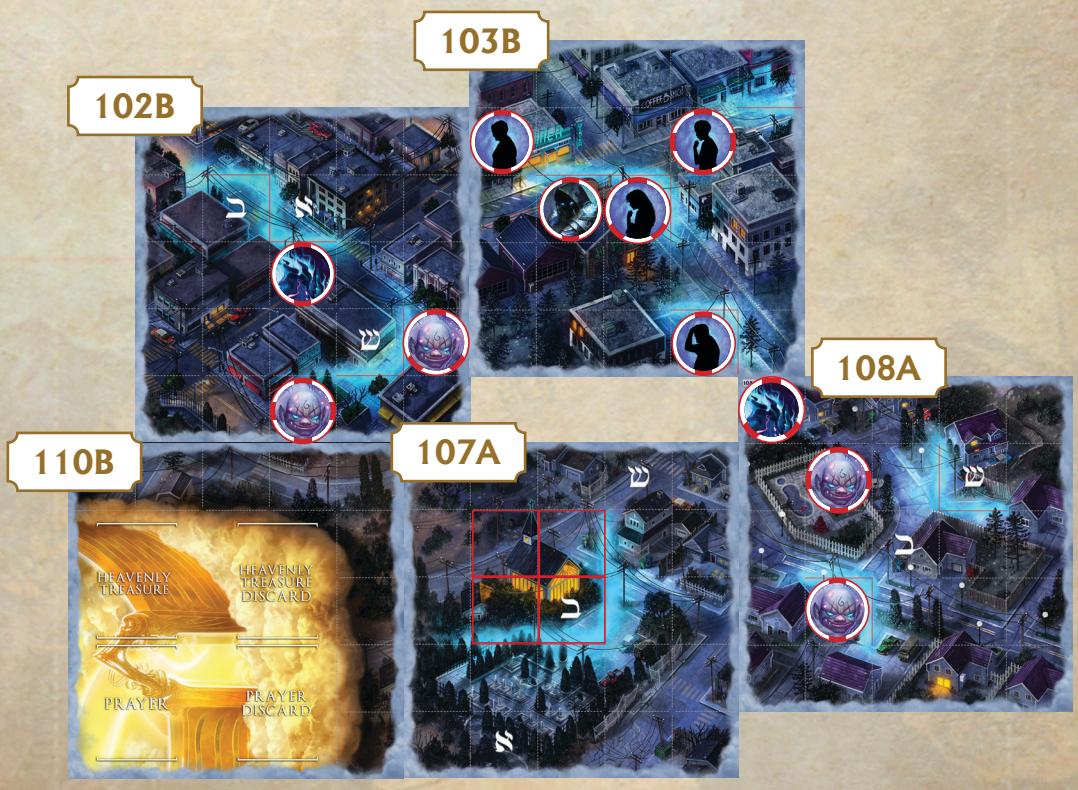
Mission 5: Scars of the Past

Something is wrong in this town. You knew that much when you first made landfall — it is why you were sent here, after all — but the reactions of the people to the cries of that desperate woman tell you there is more at work than you anticipated. Combined with the new sights and sounds, so very different from your last Earth visit, just a short hundred years ago, you are struggling to maintain your composure, striving to appear indifferent so as to blend in and avoid attracting demonic attention.

The "Turning Dirt Pub" sign hanging from a nearby building catches your eye, and as you watch for the next few minutes, you notice that it has done the same, and more, to the townsfolk on the street. Not a single one manages to walk past the pub. Each person within eyeshot changes trajectory and makes their way into the establishment. Sometimes directly, sometimes hesitantly, but without fail, each human that passes by you ends up inside that building.

You step forward to investigate what is so alluring here and from this new angle you are able to see clearly why this pub is acting like a magnet to those around — hacked into the edges of the sign are a series of demonic runes. Scars of wickedness!

Set-up	Angels start on any marked space on **107A**. Place demons and Saints on the map according to the player count, and attach listed Talent cards to demons. Use a Fallen Seraph standee for Droxael.
Victory	Destroy all demons.
Special Rules	Add 2 Fallen Seraph battle cards to the Initiative track as indicated (Droxael will use 2 actions each round).
Challenge	Droxael is always dealt half damage, rounded down, regardless of whether he is in a space with **shadow**. Droxael gains Major Talents: **Guarded** and **Champion**, **Unclean** Spirit gains Major Talents: **Deceptive** and **Abusive**, and Hateful Fiend gains Major Talents: **Seductive** and **Tyrannical**.



INITIATIVE TRACK

Unclean Spirit

Deceptive

Abusive

Hateful Fiend

Seductive

Tyrannical

Droxael, the Suppressor

Guarded

Champion

DROXAEL
THE SUPPRESSOR
: +11
: +22
26
TOKENS
TALENT
TALENT
Alpha Omega Impostor: Droxael uses 2 actions each round, and will split these so that he is first and last to act among demons. Place 2 Fallen Seraph Battle cards on the first and last spaces of the Initiative track to mark Droxael's actions.
Shadow Guard: If Droxael is on or adjacent to a space with shadow and would be dealt damage, reduce that damage by 3, to a minimum of 1 damage.
2 Actions, split as first action and the last action of each round.
Angel Slayer [Range 1, Move 6]: Droxael engages the nearest angel and deals 4 damage, then add shadow to Droxael's space. If Droxael did not move during this action, that angel is dealt 10 damage instead.
Revenge of the Fallen [Range *, Move 6]: Droxael engages the nearest angel, then deals 3 damage to each angel within 3 range. Droxael heals 2 damage per angel that is dealt damage with this skill.

Rewards | 3 XP

Once a powerful ally, you are crestfallen at Droxael's forsaking of the King of Kings. That such an angel would turn traitor, and for what? A short command of hideous creatures, followed by an eternity of damnation. Though you won the battle, you are still crushed by what has become of one of your beloved brethren, and as you return to the sanctuary there is no jubilation in your success, only remorse for what was lost.

Still, a glimmer of hope for what is to come pierces the thought, and you look around at your team, encouraging yourself in the two-thirds of all angels that chose what was good over rebellion.

Mission 6: Ring Around The Rosy

Somberly entering, you notice once again that the Deceiver has also returned, sitting on the dais at the front of the room, acting as though it actually belonged to him, and not the true ruler of this world. Sighing with an eye on your foe and a hand on your weapon, you think you see the briefest glimmer of fear pass over his face. You're not certain however, as he suddenly smiles broadly, still gripping the scroll, keeping it well visible between himself and you, like the legal shield that it is.

"You've taken your time to return. How are you enjoying my town? Did you partake of the refreshments on offer at the local tavern? It's a bit stale, so you'd probably love it there!"

"You have as much right to this town as to anywhere else in this world. That is to say, no right whatsoever. It is now, and shall always remain, under the lordship of the Christ!" Gabriel says to the infernal interloper.

Lucifer waves him quiet with the ever-present scroll, I'm here now to provide you with a lead regarding this very topic! It seems that I have a contender for the rule of this small village. Would you believe that there has been a rebellion against me? Ha! That rabble has declared their independence from my rule, and they definitely aren't following the rules. I heard mention of the pain and indignities they intend to inflict on your precious humans, and well, you couldn't possibly let that go unchallenged, could you? You'll find them congregating at the used goods store, better hurry!"

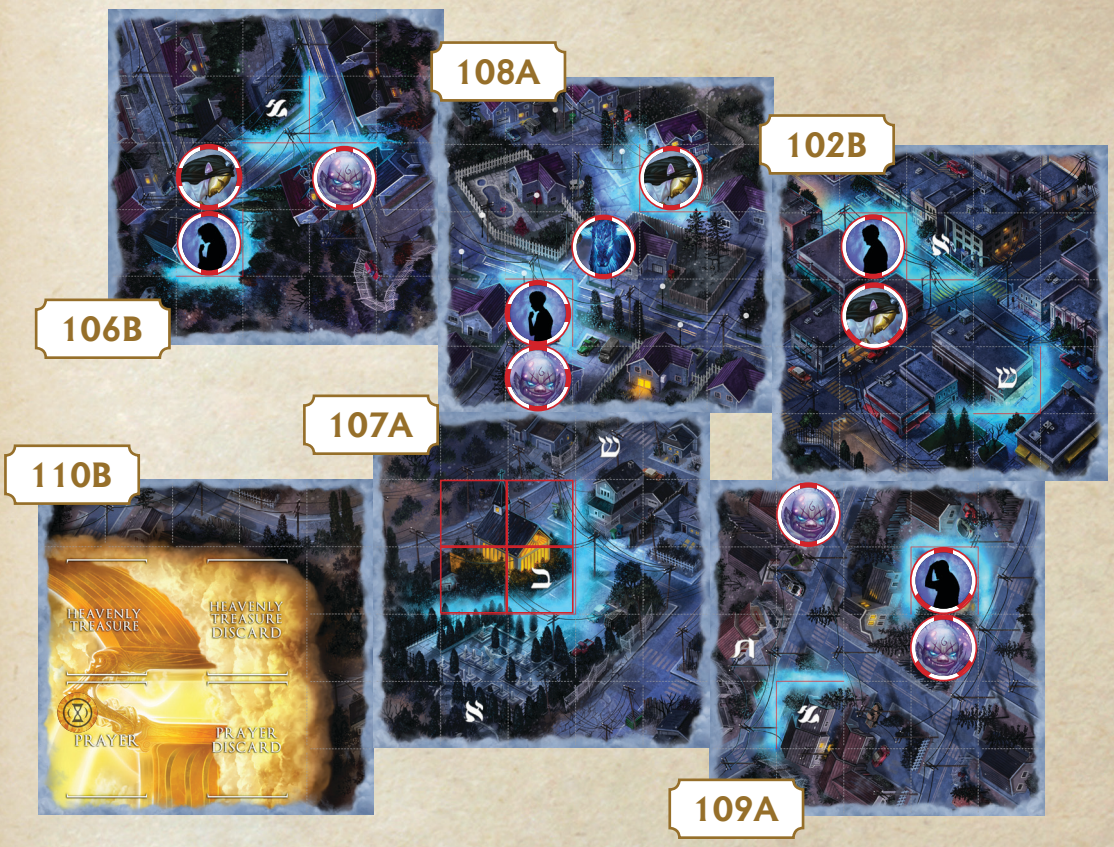
You regretfully head out to investigate. To be moved like a mere game piece in the demonic war is humiliating, but the Lord gives grace to the humble.

***

The stench of evil emanates from the pawn shop as though from an infected sore. It pervades the night's fog, making it thicker, more dense. You feel it on your exposed human skin, its very touch making you feel dirty. You watch from across the road and see multiple demons surreptitiously enter the building over the course of several minutes, through a broken window, the back door, one even through a gap in the roof. Whatever is inside the building clearly has no loyalty to the other demons infesting the town — there is a distinct lack of demonic chatter — the creatures are obviously being drawn here, but don't want their presence broadcast.

A pair of meddling demons peer in your direction, not seeing your shrouded forms as you pull back further into the shadows, before they silently scurry inside. You won't be able to remain unnoticed for much longer, so you resolve to act before the growing horde has time to prepare.

Set-up	Angels start on any marked space on **107A**. Place demons and Saints on the map according to the player count. Add talents to demons as indicated.
Victory	Destroy all demons.
Special Rules	If a new demon type joins the battle, it enters play exhausted *(place its battle card at the end of the Initiative Track, and demons of that type do not use an action this round - see Exhaustion & Adding Demons To The Battle on pg 21 of the rulebook)*. In addition, add 1 random Minor Talent to each new demon type that enters play.
Challenge	Ba'al gains 3 Prince Talent cards, Hateful Fiend gains Major Talents: **Explosive** and **Rugged**, and Masked Evil gains Major Talents: **Covetous** and **Massive**. Other demon types gain 2 random Major Talents when they enter play.



INITIATIVE TRACK

Masked Evil	Hateful Fiend	Ba'al, the Silent
Anodyne	Pestilent	Ritual Lectern
Covetous	Explosive	3 Prince Talents
Massive	Rugged	

Rewards 2 XP + 1 "Helm" Heavenly Treasure card (Draft 2, pick 1)

Your legs are weary after the battle, but there is no time to recover your strength. Thankfully, the cloying darkness that emanated from the possessed statue began to dissolve the moment you sent the Ba'al to the abyss where he will now await his judgment. His desire to cause suffering will not afflict this world any longer, and yet his boldness in rebelling against the will of the Devil is certain to have some sort of ripple effect amongst the horde. The enemy is present in far greater strength than you anticipated, and you still have not uncovered why this small town has such attention among the demonic ranks.

Mission 7: A Trick Of The Eyes

As the sun dips below the horizon, you continue to slowly follow the faint darkness that evaporated out of the pawn shop after the Ba'al's statue was broken in two. As you keep pace at a distance, you see several other lesser demons form up with the shadow on its retreat. They are not moving fast, but quickly you realize that they definitely are moving with intent, and are heading towards the town's school. Though you have not observed a modern human child up close, you suspect they will be most distressed should their studies be hampered by these evil creatures. Does the cruelty of demons have no bounds? Once again, you push back your weariness, and make your way into the schoolyard under the faint light of the now-risen moon. As your vision strains, trying to make out the shade in the darkness, it seems that either your eyes are playing tricks on you, or the shadow is splitting apart. This can't be good...

Set-up	Angels start on any space on **110B**. Place shadow tokens on the map in their marked spaces according to the player count. Use Meddling Imp standees for Imps of Wrath.
Victory	Remove each Shadow affliction from the battlefield.
Special Rules	Players may only remove Shadow afflictions by using a successful Pray test while standing on that space *(they cannot use cards or skills to remove shadow or change shadow to light during this mission)*.
Challenge	Imps of Wrath gain Major Talents: Shadowed and Shrouded. Add 1 additional Shadow on the School tile in the space marked with ✕.

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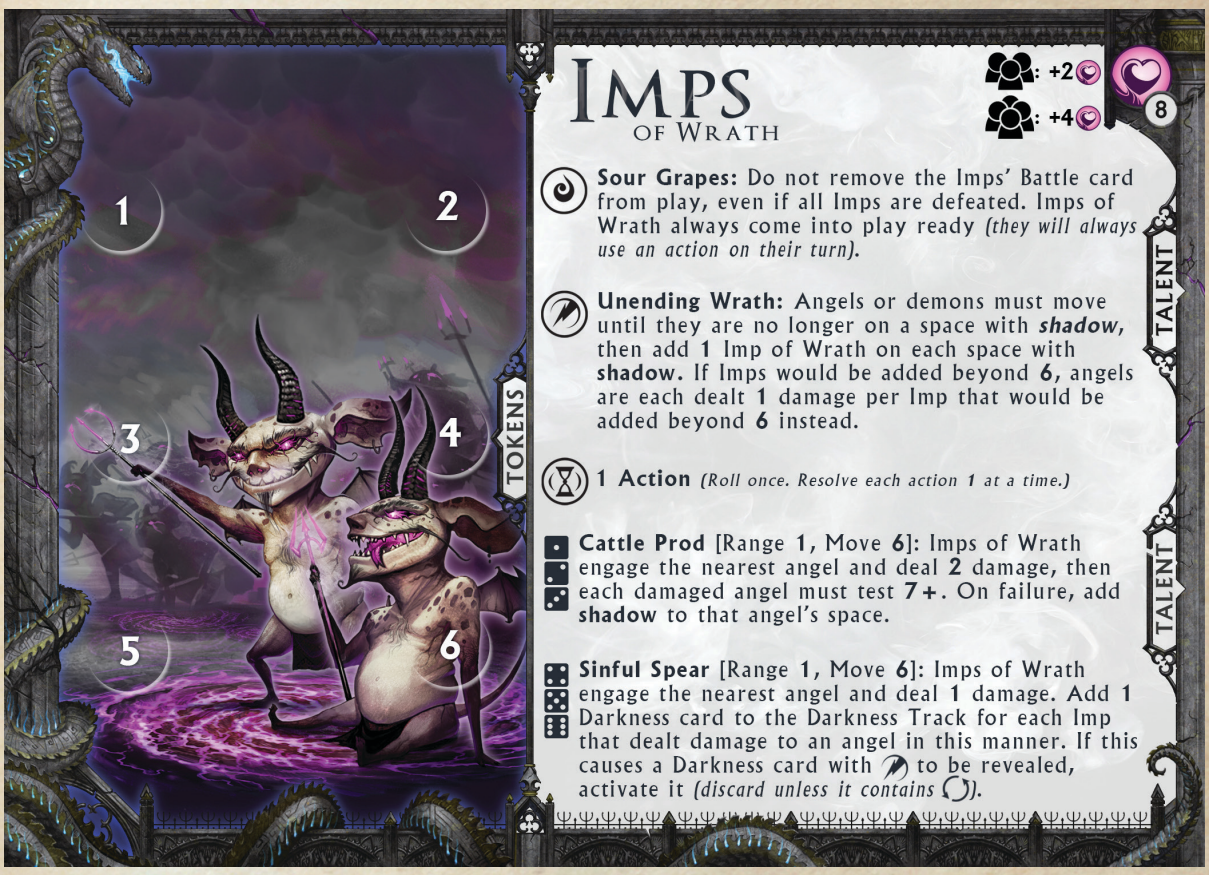

1
2
3
4
5
6
TOKENS
IMPS
OF WRATH
: +2
: +4
8
TALENT
TALENT
Sour Grapes: Do not remove the Imps' Battle card from play, even if all Imps are defeated. Imps of Wrath always come into play ready (they will always use an action on their turn).
Unending Wrath: Angels or demons must move until they are no longer on a space with shadow, then add 1 Imp of Wrath on each space with shadow. If Imps would be added beyond 6, angels are each dealt 1 damage per Imp that would be added beyond 6 instead.
1 Action (Roll once. Resolve each action 1 at a time.)
Cattle Prod [Range 1, Move 6]: Imps of Wrath engage the nearest angel and deal 2 damage, then each damaged angel must test 7+. On failure, add shadow to that angel's space.
Sinful Spear [Range 1, Move 6]: Imps of Wrath engage the nearest angel and deal 1 damage. Add 1 Darkness card to the Darkness Track for each Imp that dealt damage to an angel in this manner. If this causes a Darkness card with to be revealed, activate it (discard unless it contains).

Rewards	3 XP

With the servants of the Ba'al finally crushed underfoot, you make your way back to the sanctuary. As you enter once again, you steel yourself for another confrontation with your adversary, but instead find only the priest kneeling in silence on the worn carpet before the dais. The prayer of the old man begins its ascent and fills your nostrils with a sweet aroma, granting you a momentary peace. As you finally relax, you notice how tired this body has become, without food or rest to replenish its strength. As you collapse to the floor, you see the man stand and run towards you as the first light of morning filters through the window. Sleep overtakes you, and you find rest.

***

The first thing you notice as you wake is the wonderful smell filling the air — not a prayer this time, but food. The second thing is the rumbling in your belly, reminding you that the last time you ate a substantial helping of Manna was far too long ago. The lack of any recent nourishment has clearly taken its toll on your body. You don't need any further convincing, so you make your way to the table and join your companions eating as politely as your voracious appetite allows.

Mission 8: The Mayor's Manor

Father Michael stood in silence, watching dumbfounded as the party of homeless men and women before him devoured the food he had placed on the table.

In the early hours of this morning he was nearly paralyzed with fright as they stumbled into his church like a group of loud and clumsy barbarians. And yet, a passion arose from the Spirit within him to care for these tired souls. They clearly needed rest, so he brought them the few blankets his poor parish had available, taking a handful of cushions the older folk used on the hard plastic chairs during the service, and making them as comfortable as he could on the floor where they lay. Then he turned to the cupboards in the small kitchen, smiling at the crayon picture taped to the door — his now-teenaged grandson had drawn it back when he was only a child and had scrawled the words "Hebrews 13:2" in a bright purple beneath. Michael thought to himself that it had been too long since the sound of children had filled the kitchen, looking for snacks on a Sunday morning...

He snapped himself out of his reminiscing as cupboard after cupboard showed nothing but dust. There had to be something here, surely... Finally he spotted it, left over from their last attempt at a youth outreach, the only food left in the whole kitchen - a stash of microwave popcorn.

The small crowd devoured it without a word, kernels and all. Father Michael ended up making all he had, and the difference after ten boxes of popcorn was night and day. Smiles returned to solemn faces and the pale color of their skin brightened to a radiant beauty.

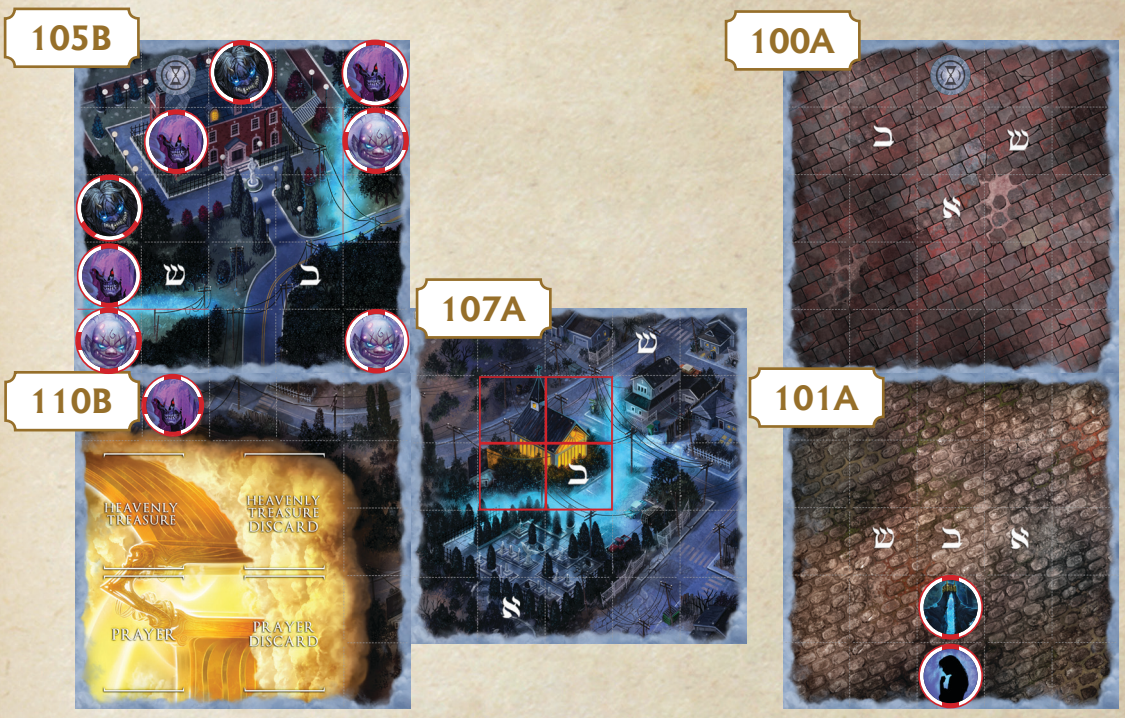
The rest of the event involved conversations of mirth and joy, followed by showing these strange people how the bathtubs and showers work.

***

With your strength restored by the hand of the Living God working through this man, your wits return to you, and your affinity for the popped corn kernels will surely last for all eternity! You recall making your way to the sanctuary in a haze last night, and something comes back to you — the home of the town's leader (Father Michael called him the "mayor") was darker than the streets around it, a shadow like the one you followed to the school was coalescing there as well! With no other leads to follow, this is as good a option as any.

You head out once more, thanking this man with the well-earned mighty name as you leave. After a short walk you arrive and see that the mayor's courtyard possesses a significant demonic guard. What are they posted here for? There is only one way to find out...

Set-up	When placing map tiles, ensure map tiles **100A** and **101A** are separated from other tiles. Place action tokens on **105B** and **100A** on their gray "exhausted" side as shown. Place demons and Saints on the map according to the player count. Angels start on any marked space on **107A**.
Victory	Destroy Legion.
Special Rules	Add 1 random Major Talent to each new demon type that enters play. Angels & demons may only move between Action tokens when they are "ready." After all demons are defeated on **105B**, flip the action tokens on **105B** and **100A** to their gold "ready" side – these spaces are considered to be adjacent and do not cost an action to move through. Angels may not enter map tiles **100A** or **101A** any other way.
Challenge	Legion gains 3 Prince Talent cards, and each demon type gains 2 random Major Talents, including new types when they enter play.



INITIATIVE TRACK

Hateful Fiend	Abomination	Cruel Archer	Our Name Is Legion
Taunting	Massive	Vengeful	Insatiable Hunger
Major Talent	Major Talent	Major Talent	3 Prince Talents
Major Talent	Major Talent	Major Talent	

Rewards 2XP + 1 "Legs" Heavenly Treasure card (Draft 2, pick 1)

As the last of the Legion dissolves into smoke, you look with sorrow upon the bound and mangled prisoner the demons had been abusing. Had you arrived sooner, you might have saved this unfortunate soul from her wounds. Kneeling in prayer, you ask that your future battles might end more favorably.

As you rise, you hear a sharp, pained, breath from the woman and realize that your initial assessment was wrong. This prisoner is still alive, but barely! You call out and Sardius rushes to your side, his eyes flicking over her bonds, moving from wrist to ankle to the iron ring cemented into the floor. In one effortless motion, he rends chain from stone, and gently sweeps the poor creature into his massive arms, cradling her tightly as you all rush back towards the sanctuary. There is no time to waste! Once there, you will be able to minister to her wounds.

As you begin moving through the streets, you hear a howl of terror from the direction of the manor. The yells of rage are drowned out by frightful, unearthly peals of thunder. You increase your pace, assured now that the demons have been alerted to your presence.

Mission 9: The Sound Of Silence

The destruction of the Legion was not without consequence, the seemingly endless waves of demons almost overwhelmed you and the noise of the creatures behind you remind you that some of your foes escaped. The persistence of your pursuers convince you that the unconscious woman you have rescued must be of great importance, that they kept her alive while tormenting her suggests she must bear information critical to your enemy, and by extension, you and your mission. She is surely why you were sent here.

Another great howl behind you urges you to forsake stealth, and make your way to the sanctuary as quickly as possible.

***

The small demonic scout muttered angrily from his perch high atop the trees at the edge of old town. Why did he have to stay here and keep watch, rather than being able to have fun with the prisoner? He might not be large, but he knew how to inflict misery and madness. It was what he was made for! Wait... what was that sound?

The fat imp peered forwards, watching as all of a sudden the party of angelic scum came hurtling through the undergrowth towards the dusty old church, and they had something — no, someone! — with them. It was her! The enemy must have found where she was being held and broken her free. This was not good. And it was not the kind of "not good" that he was complaining about missing just moments ago.

He followed from a distance as the party of angels carried the prisoner into the despicable building, then pumping his stubby wings as fast he could, began making his way to the Council of the Fallen. They would know what to do.

***

The wind around you suddenly picks up, dark clouds begin rolling in at an unnatural pace blocking the light of the moon, and an icy chill slices through the air. You have been cornered, and without an opportunity to choose the field of battle, you lay the woman gently on the steps of the sanctuary, draw your weapons and prepare to stand your ground against whatever may come...

Set-up	Place demons and protected Saints on the map according to the player count, except Daeva *(see Special Rules)*. Angels start on any marked space on 107A.
Victory	Destroy Daeva.
Special Rules	Place 4 exhausted action tokens *(gray side up)* on the first 4 spaces of the Time/XP track. At the beginning of each Action Phase, when refreshing action tokens, refresh one of these tokens. When the final token is refreshed on the XP track, Daeva enters the battle on map tile 105B on the space marked with S. Place Daeva's Prince deck on the Darkness Board, reveal his first Prince card on the Darkness track, and place Daeva's Battle card at the front of the Initiative Track.
Challenge	Daeva gains 3 Prince Talent cards, and each demon type gains 2 random Major Talents. Only place 2 action tokens on the Time/XP Track (instead of 4).

INITIATIVE TRACK

Medding Imp	Hateful Fiend	Fallen Seraph	Sandman
Stubborn	Seductive	Massive	Casting
Major Talent	Oppressive	Anodyne	Major Talent
Major Talent	Major Talent	Major Talent	Major Talent
	Major Talent	Major Talent	

Rewards | 3 XP

The silence that follows the felling of the great Prince of Persia is deafening. Beams of moonlight begin to break through the clouds, and the dust begins its lazy descent back to the earth. The momentary lapse in action seems to last for hours, but while you are able to take these few precious moments to breathe, you know that the demonic ranks you have just scattered will be back with vengeful intent. Your best chance at survival is to make your way into the wilderness surrounding the town, and adopt a guerrilla combat mindset. Gathering up your still-unconscious charge from the steps of the humble building, you say a prayer for the saints of the sanctuary and quietly make your way into the trees, covering your tracks as you go.

Mission 10: The Sanctity Of Shadows

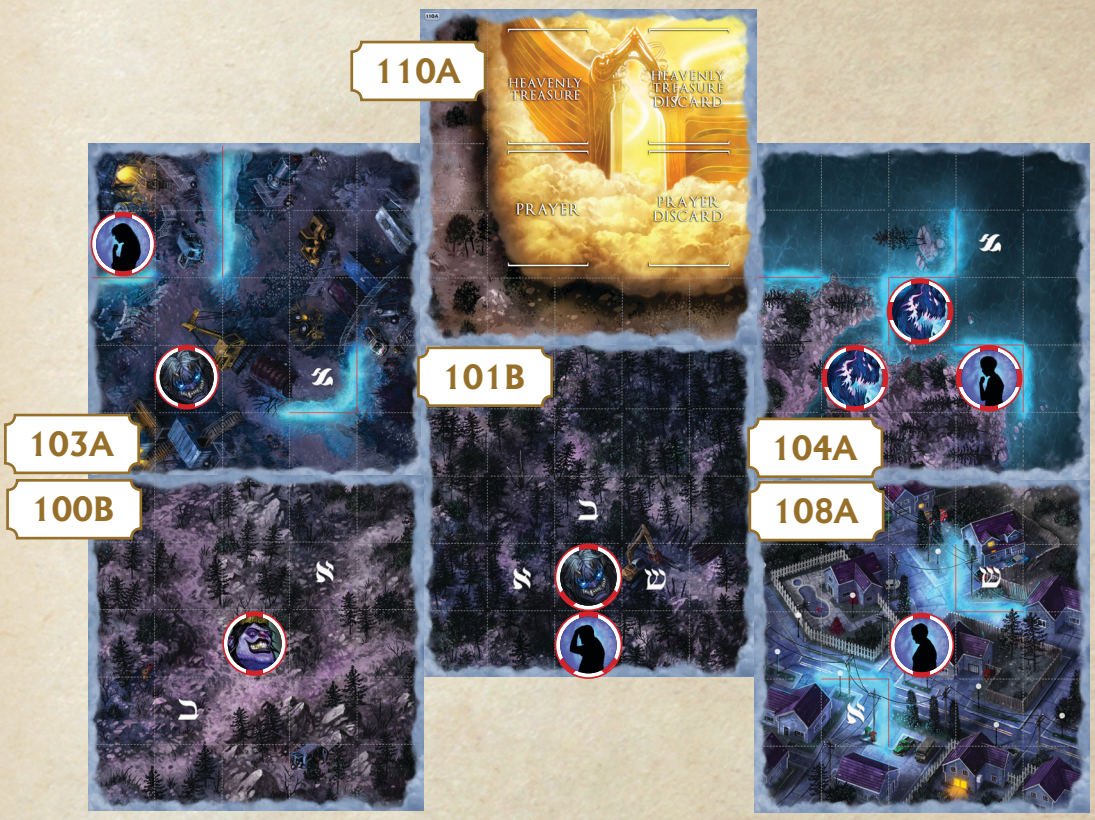
After an hour of making your way through the undergrowth, you pause to take stock of your options. You consider the sanctuary that you have fled, and wonder what great trials it will suffer before the night is through. The grounds were empty when you left, the demons who had attacked you there sent to the Abyss, but you're certain that more will be on their way.

As you peer from the cover of thick trees and brush, you see the demonic forces patrolling the skies, looking for you and the woman in your care. You say a quick prayer of thanks for the thick canopy here, as it will protect you well from these lords of the air, unless of course, you were to reveal your angelic brilliance. Your thoughts turn to the prisoner, and you turn to see Azrael tending to her wounds, many of which have begun to heal. You grin inwardly at the irony of seeing the Angel of Death playing nurse here, but he is by the far the most versed in the workings of the human body, and that knowledge can be used not only to end life, but to preserve it as well. He looks up at you and answers your unspoken question, "It is not only her body that has been injured, her mind has been poisoned as well. I will do what I can to restore her."

What punishment this creature must have endured! It seems impossible to you that any human could endure such torment, but then you are reminded of the indignities and suffering the Christ took on as he won the war on Calvary and know that these bodies are not as fragile as they may appear. But still, something seems different about this one.

The sound of snapping twigs, followed by the cracking of falling trees, prompts you into readiness. Engaging in battle, even under this cover of darkness, is sure to alert even more demons... but you have no other choice. The fight has come to you, and you must survive this night!

Set-up	Place demons and Saints on the map according to the player count. Angels start in any space on 110A.
Victory	Destroy Herod and his lackeys (Cruel Archers, & Hateful Fiends).
Special Rules	When a new demon type enters play, it is exhausted and will not use an action. If that demon type was already in play, new demons of that type will use actions as normal.
Challenge	Herod gains 3 Prince Talent cards, Abomination gains Stubborn and 1 other random Major Talent, and each other demon type gains 2 random Major Talents.



Rewards	3 XP

You have never been more thankful for the light of the sun than right now, as its warmth gently touches your cheek. With Herod and his servants destroyed, the remaining demons quickly scatter, seeking the cover of darkness or the comfort of greater evils that surely lurk in the town. You know that nowhere is safe for you now and that you must take this opportunity to regain your strength for the coming evening, when the enemy is sure to strike at you once more.

While the party of angels enjoys the sunlight that makes its way into the grove, tending wounds and resting in anticipation of the next onslaught, you see Christine standing away from the group. She is almost motionless, her hand stretched out towards what looks to be the remains of a great tree, its massive trunk severed and laying aside a hollow stump, still blackened from a great fire. Time had taken this and turned it into something beautiful, as flora and life of all kinds disguised the destruction of this once mighty thing.

"Christine, are you alright?"

"I... I did this." Christine's eyes gazed into the past, haunted by something she recollected there. "When I was first called to war, I came here — my first mission. My memories are fleeting, but Lucifer was there, and we disputed with him. I thought we... lost. I called forth every form of lightning I knew, but it wasn't enough. The details are hazy. I think he dropped his scroll, or I found it somehow. I... I remember standing in a cave, the scroll in my hands. I... HAD... the scroll. I had it in my hands..." A tear rolls down her cheek, but her steely gaze seems to return with a new sense of motivation. You raise a questioning eyebrow, but decide this is not the proper time for questions, and you both rejoin the others in preparing for the inevitable battle to come.

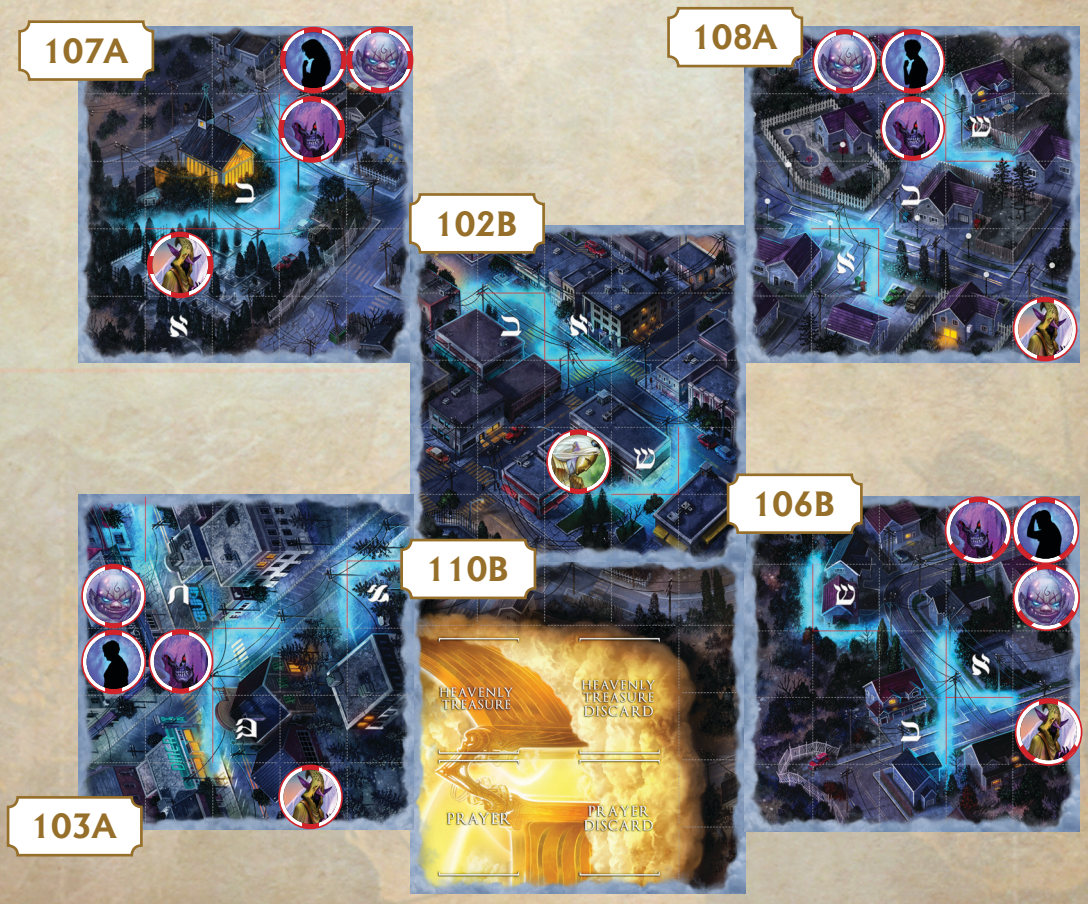
Mission 11: The Poison Of Luthiel

"She needs sustenance. Food. That fruit in the tree, please bring some here so she can eat," Azrael points to the dark green avocados that are prevalent on the trees in the grove you have paused to hide in. His great scythe easily cuts through the rough skins, and the woman slowly eats the soft flesh, followed by drinking deeply of the stream running nearby. She is clearly in no condition for conversation, but she manages to whisper one word to the angel watching over her: "Lu… thi… el." He stands abruptly, a distressed look passing over his face. "No. It cannot be."

Luthiel — the Poison Fang. Once the ward of Azrael, her mere presence is enough to poison the compassion of men. This explains so much of what you have seen in the town. And then it strikes you - how would a human know this name? You have not rescued a mortal at all, but an angel!

Uriel places a hand on Azrael's shoulder and speaks, his deep voice hushed so as not to draw attention, "If this is so, we must hunt for Luthiel. She cannot be allowed to continue hurting these people. Let us return our sister to the sanctuary to rest under the care of the saints, then take the battle to our enemy."

Set-up	Place demons and Saints on the map according to the player count. Angels start in any space on 110B. Luthiel acts first in initiative order.
Victory	Destroy Luthiel.
Special Rules	None.
Challenge	Add Major Talents: Stubborn and Champion to Luthiel.



LUTHIEL
THE POISON FANG
: +18
: +36
42
Sorcerous: Reduce all damage dealt to Luthiel by 1 per wither affliction in play (on angels and demons including Luthiel), to a minimum of 1 damage.
Amplify Toxin: If Luthiel is at or below half health, wither afflictions deal 5 damage to angels when activated (up from 1 damage as normal).
Rope Darts: Each angel and demon is afflicted with wither, then all wither afflictions activate.
1 Action (Roll once. Resolve each action 1 at a time.)
Poison Fangs [Range ∞]: Luthiel deals 3 damage to the nearest angel, then wither afflictions activate on each angel and Luthiel.
Scorpid Leash [Range ∞]: The furthest angel from Luthiel is dealt 3 damage, then must move adjacent to Luthel. If that target was more than 2 spaces away, Luthiel repeats this action.
TOKENS
TALENT
TALENT

Rewards	2 XP + 1 "Weapon" Heavenly Treasure card (Draft 2, pick 1)

The Poison Fang is broken. With Luthiel dispatched, the effects of her poison should dwindle from the people of Fallbrook. The horde that has flooded this area has been dealt a mighty blow, and it appears the demons have stopped pursuing you. It seems they have moved into defensive positions, though you still feel the eyes of evil on you. What should be a cause for celebration is now causing some consternation instead. "Why would these demons have retreated so suddenly? Until now, they have been constantly at our heels!" Gabriel asks.

You do not know, but are sure that the angel you rescued will be able to provide at least some of the answers you seek. Now able to move freely, once again you make your way back to the sanctuary.

Mission 12: Suicidal Survivors

(Sensitive content warning: the theme of contemplating suicide is present in this mission.)

The mighty priest Michael had restocked the cupboards with more popcorn, reinforcing in your mind that he truly deserves his great name! Now, however, the cupboards are empty once more, with every last kernel of popcorn devoured to refuel your battered and aching bodies. Corra, as the angel calls herself, enjoys her introduction to this amazing food. "This is the first meal I have ever consumed that isn't fish," she says in between mouthfuls. After a time, she takes a deep breath, then speaks once more. "I am the hand that closes the mouth of Leviathan."

She is the keeper of the great beast – the sea serpent of legend that dwells in the great seas.

And with that key, the mystery begins to unravel. No wonder you had never been acquainted with her! She has been in the depths of the oceans tending the great beast since the waters were first filled with life. And now she is here, not in place to fulfill her duties. What has become of the Leviathan? There are so many questions to ask!

But answers will have to wait, as one of the loudest and most desperate prayers you have ever heard rings past you on its way to Heaven. The troubled runaway you saved from the mines is the subject, her desperate mother the supplicant. There is no time to waste! You are compelled to search the cliffside, for the girl is overlooking the lake, contemplating her worth and considering ending her life.

Set-up	Place demons and Saints on the map according to the player count. Angels start in any marked space on 107A.
Victory	Move the Saints to the Church (Tile 107A), then destroy the Euphrates Frogs.
Special Rules	Euphrates Frogs cannot be dealt damage until all Saints are removed from play. Whenever an angel would move due to a card or skill, that angel may also move 1 adjacent Saint an equal number of spaces. Angels may also move any Saint 3 spaces on a successful Pray test. Remove a Saint from play when they reach the sanctuary *(the marked spaces on 107A)*.
Challenge	Add all 3 Prince Talents to Euphrates Frogs. Place Darkness Card: Suicidal Thoughts face-up on the Darkness Board - this card cannot be removed from play during this Challenge mission.

INITIATIVE TRACK

Meddling Imp

Vengeful

Guarded

Cruel Archer

Shrouded

Lucky

Masked Evil

Covetous

Rebellious

Fallen Seraph

Stubborn

Sadistic

Euphrates Frogs

Dark Herald

Concealed Knife

3 Prince Talents

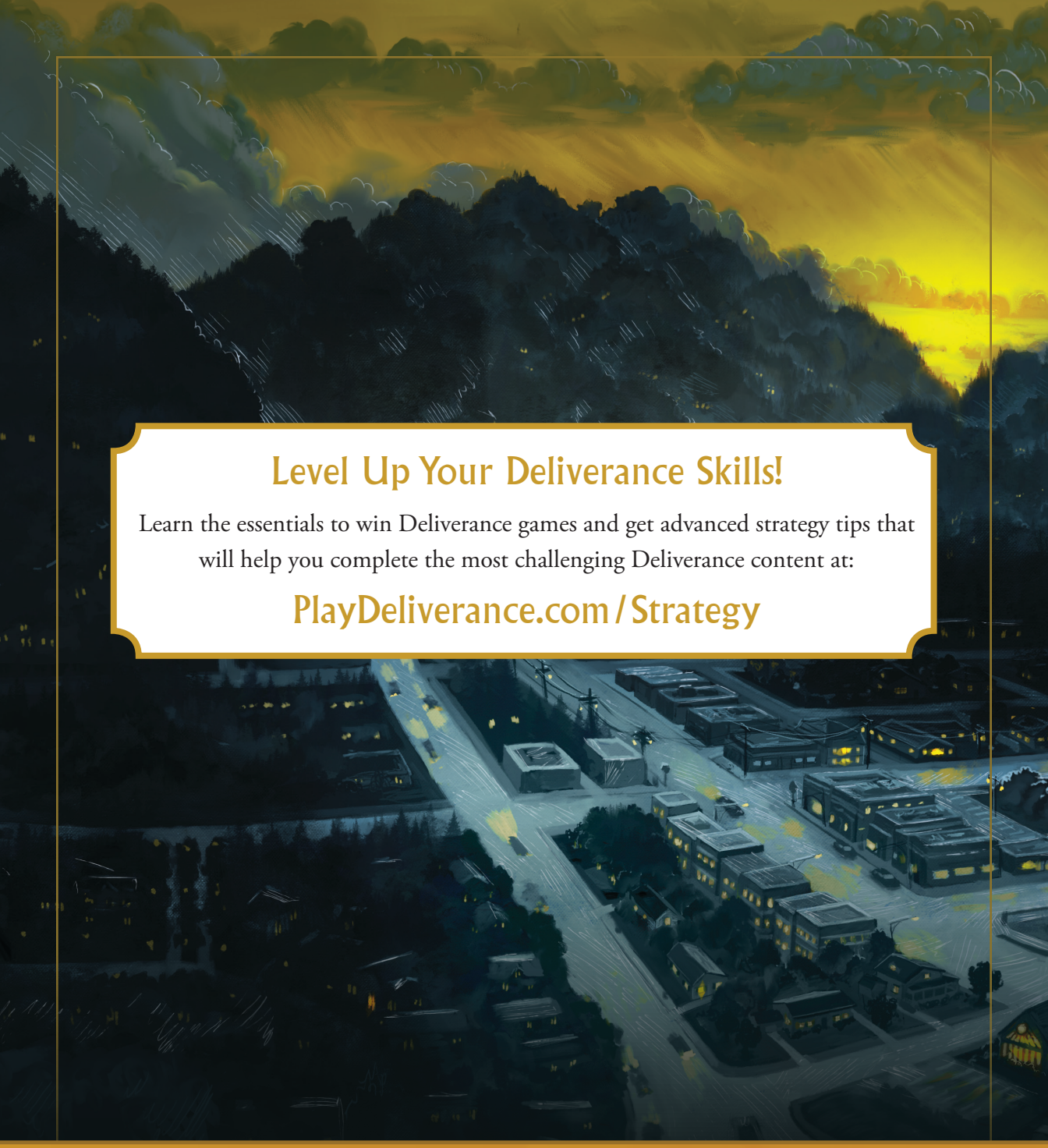
Rewards	Gain 2 XP, then choose any Heavenly Treasure type. Reveal the top 2 Treasures from the Heavenly Treasure deck of that type. You may choose to replace the old item. If you do, write the new item in that Heavenly Treasure Slot on your Campaign Tracking Sheet.

With a gurgle and a gasp, the last of the grotesque frogs is vanquished. The angels that once stood guard over the seas took these vulgar forms after they rebelled. Their spirit of vengeance and taste for destruction transformed them into these horrid creatures, and they reveled in their wicked ways. Now, however, they have finally been banished to the Abyss where they will await the wages of their evil deeds.

The teen-aged girl you turned from the brink still holds a broken spirit. Scars from the past and deeds of the present will surely take time to heal. Even so, you see that the relentless love and fierce prayers of her mother have kindled a small spark of hope within the youth's soul. A spark that was previously non-existent was now a smoldering ember flickering in the darkness. One that will surely fan into flame with the love, forgiveness, and support of the saints of this sanctuary. The certainty of celebration in Heaven of this once lost – but now found! – child of the Most High brings both joy to your weary heart and tears to your eyes.

You take a deep breath and refocus yourself on the mission at hand. The angel you saved earlier, Corra, is now sitting up, awake again and quietly rejoicing with you at the return of the prodigal daughter to the fold. She is still weak, but recovered enough that you can take this opportunity to ask her what she knows of the demonic plot, and why she had been imprisoned.

To continue the Campaign, open the sealed box bearing the emblem of the Great Serpent. Godspeed, soldiers.



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